Project | Effect Controls Up flare Green

PARTICLES RAIN HD • Up flare Green

- Optical Flares — Reset Options... About...
  - Position XY: 944,2,-36,2
  - Center Position: 960,0,540,0
  - Brightness: 100,0
  - Scale: 70,0
  - Rotation Offset: 0x+0,0°
  - Color
  - Color Mode: Tint
  - Animation Evolution: 0x+0,0°
  - GPU: ✓ Use GPU
  - Positioning Mode
    - Source Type: 2D
  - Foreground Layers
  - Flicker
  - Custom Layers
  - Preview BG Layer: None
  - Motion Blur
  - Render Mode: On Transparent

Composition PARTICLES RAIN HD

PARTICLES RAIN HD — Renderer: Classic 3D

Active Camera

This layers with Optical Flares create background lightning and shining from above

You can adjust colors and intensity by changing Optical Flares parameters

50% 0:00:40:00 Half Active Camera 1 View +0,0

Info | Audio

R : G : B : A : 0

X : -340 Y : 694

3 layers selected

Preview

Shortcut: Shift+Numpad 0

Effects & Presets | Libra

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- CINEMA 4D
- Color Correction
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective
- Simulation
- Stylize

PARTICLES RAIN HD

0:00:40:00 01200 (29.97 fps)

| # | Layer Name | Parent |
|---|---|---|
| 1 | Camera 1 | None |
| 2 | [uplight] | None |
| 3 | CC | None |
| 4 | 3 particles green 2 | None |
| 5 | 3 particles green | None |
| 6 | 3 particles green aux 2 | None |
| 7 | 3 particles green aux | None |
| 8 | 2 particles orange 2 | None |
| 9 | 2 particles orange | None |
| 10 | 2 particles orange aux 2 | None |
| 11 | 2 particles orange aux | None |
| 12 | 1 particles white 2 | None |
| 13 | 1 particles white | None |
| 14 | 1 particles white aux 2 | None |
| 15 | 1 particles white aux | None |
| 16 | Up flare Green | None |
| 17 | Bottom flare Orange | None |

Toggle Switches / Modes

Snapping

Essentials Standard Small Screen Search Help

Effect Controls 3 particles green 2

PARTICLES RAIN HD • 3 particles green 2

- Particular — Reset Options... About...
  - Register
  - Emitter
    - Particles/sec: DO NOT CHANGE THIS PARAMETER
    - Emitter Type: Box
    - Position XY: 850,0,3000,0
    - Position Z: 3250,0
    - Position Subframe: Linear
    - Direction: Uniform
    - Direction Spread [%]: 20,0
    - X Rotation: 0x+0,0°
    - Y Rotation: 0x+0,0°
    - Z Rotation: 0x+0,0°
    - Velocity: 100,0
    - Velocity Random [%]: 100,0
    - Velocity Distribution: 0,0
    - Velocity from Motion [%]: 0,0
    - Emitter Size X: 17000
    - Emitter Size Y: 0
    - Emitter Size Z: 17000
    - Particles/sec modifier: Light Intensity
  - Layer Emitter
  - Grid Emitter
  - Emission Extras
  - Random Seed: 100000
  - Particle
    - Life [sec]: 40,0
    - Life Random [%]: 100
    - Particle Type: Sphere
    - Sphere Feather: 100,0
    - Texture
    - Rotation
    - Size: 50,0
    - Size Random [%]: 0,0
    - Size over Life
    - Opacity: 100,0
    - Opacity Random [%]: 20,0
    - Opacity over Life
    - Set Color: At Birth
    - Color
    - Color Random: 0,0
    - Color over Life
    - Transfer Mode: Screen
    - Transfer Mode over Life
    - Glow
    - Streaklet
  - Shading
  - Physics
  - Aux System
  - World Transform
  - Visibility
  - Rendering
- Starglow — Reset Register About...

CHANGE PARTICLES COLOR

Project

PARTICLES RAIN

Solids

CHANGE STARGLOW PARAMETERS

- Starglow — Reset Register About...
  - Preset: White Star
  - Input Channel: Lightness
  - Pre-Process
  - Streak Length: 15,0
  - Boost Light: 30,0
  - Individual Lengths
  - Individual Colors
  - Colormap A
  - Colormap B
  - Colormap C
  - Shimmer
  - Source Opacity: 100,0
  - Starglow Opacity: 100,0
  - Transfer Mode: Add

16 bpc

Composition PARTICLES RAIN HD

PARTICLES RAIN HD — Renderer: Classic 3D

Particular layers divided on pairs (for particles looping)
if you change any parameters in one layer, repeat changes in another layer from pair

you can adjust particles colors
and Trapcode Starglow parameters

Notice:
1. DO NOT MOVE LAYERS
2. DO NOT CHANGE “PARTICLES/SEC” PARAMETERS

50% 0:00:40:00 Half Active Camera 1 View +0,0

Info | Audio

R : G : B : A : 0

X : 1928 Y : 26

12 layers selected

Preview

Shortcut: Shift+Numpad 0

Effects & Presets

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- CINEMA 4D
- Color Correction
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective
- Simulation
- Stylize
- Synthetic Aperture

PARTICLES RAIN HD

0:00:40:00 01200 (29.97 fps)

| # | Layer Name | Parent |
|---|---|---|
| 1 | Camera 1 | None |
| 2 | [uplight] | None |
| 3 | CC | None |
| 4 | 3 particles green 2 — 1 pair seamless particles | None |
| 5 | 3 particles green | None |
| 6 | 3 particles green aux 2 — 2 pair seamless particles | None |
| 7 | 3 particles green aux | None |
| 8 | 2 particles orange 2 — 3 pair seamless particles | None |
| 9 | 2 particles orange | None |
| 10 | 2 particles orange aux 2 — 4 pair seamless particles | None |
| 11 | 2 particles orange aux | None |
| 12 | 1 particles white 2 — 5 pair seamless particles | None |
| 13 | 1 particles white | None |
| 14 | 1 particles white aux 2 — 6 pair seamless particles | None |
| 15 | 1 particles white aux | None |
| 16 | Up flare Green | None |

DO NOT MOVE LAYERS

Toggle Switches / Modes